Derek Ni

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EDUCATION

Cornell University

Ithaca, NY

B.S. Computer Science, GPA: 4.04

Expected May 2023

Courses: Algorithms, Functional Programming, Objected Oriented Programming, Database Systems, Artificial Intelligence, Machine Learning, Discrete Structures, Backend Development, Probability & Statistics

WORK EXPERIENCE

Asana New York, NY

Software Engineer Intern

May 2022 – August 2022

- Built a typeahead for Asana custom field selectors, which currently support 300+ options
- Designed new components, improved existing ones, and iterated changes under a flag
- Discussed with tech leads and wrote documentation on improving core components

Fizz (YC S21) New York, NY

Software Engineer Intern

Jan 2022 – May 2022

- Backed by Kleiner Perkins, SV Angel, A*, etc.
- Developed a backend Firestore database to handle credit card and repayment logic
- Created webhook using Apto API to handle updating the backend for transaction updates
- Connected backend to mobile app and added Firebase event tracking using Flutter

Amazon Seattle, WA SDE Intern May 2021 – Aug 2021

Redesigned an API for getting messages with the Alexa Messaging Service

Implemented encrypted pagination tokens for paging through messages with the API

Tesla Palo Alto, CA

Mobile Engineer Intern

Feb 2021 – May 2021

- Developed and improved components in the Tesla app using React Native and TypeScript
- Created simulator to test code endpoints using Flask, Python, and WebSockets

PERSONAL PROJECTS

Ascii Stream | IvyHacks 2nd Overall | TypeScript, WebRTC

- Video call web app that converts video to ASCII art to save bandwidth
- Implemented with WebRTC for real time text and audio communication between users
- Deployed as Next.js web app to Vercel, with Python script to convert video frames to ASCII art

Minto | TypeScript

- Productivity Chrome extension to incentivize productivity by the minute through rewards
- Wrote scripts to track minutes worked in sessions, which users can spend on rewards they create

TaskTime | Swift

- Productivity iOS app to motivate users to complete to-dos and keep healthy habits
- Created gamified to-do list to increase user productivity, through points and rewards

SKILLS

Languages: Python, TypeScript, JavaScript, Java, Dart, C#, Swift, OCaml, HTML, and SQL **Tools**: ReactJS, Git, Visual Studio Code, Firebase, Flutter, Eclipse, XCode, and Jupyter Notebook